



Paladin 1
CLASS & LEVEL

Mountain Dwarf
RACE/ANCESTRY/HERITAGE

Noble
BACKGROUND

STR
+3
16

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC) INITIATIVE SPEED
18 -1 25 ft.

Armor Worn: chain mail, shield

HIT POINTS HIT DICE
12 1d10

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+3 slashing damage. (If used two-handed in melee, does 1d10+3 damage.)

Javelin. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

No special notes.

DEX
-1
8

SAVING THROWS

+3 Strength Saves
-1 Dexterity Saves
+2 Constitution Saves
+0 Intelligence Saves
+3 Wisdom Saves *
+4 Charisma Saves *
* *Prof. bonus added*

CON
+2
15

INT
+0
10

WIS
+1
12

CHA
+2
14

Noble Background [PHB p. 135]

- **Feature:** Position of Privilege
- **Traits:** Thinks in the long term. Busybody around others.
- **Ideal:** Never let rival house rule.
- **Bond:** Puts family above all else.
- **Flaw:** Sees commoners as threats.

PROFICIENCIES & LANGUAGE

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons, battleaxe, handaxe, throwing hammer, warhammer

Tools: gaming set (Dragonchess), smith's tools

Saving Throws: Wisdom, Charisma

Skills: Athletics, History, Persuasion, Religion

Languages: Common, Dwarvish, Orc

RACE

Mountain Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 95 years old
- Medium Size (4' 7", 144 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Armor Training (light, med.)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (smith's tools)
- Stonecunning (stonework lore)

CLASS

Paladin Class Features [PHB p. 82]

- Divine Sense (sense good, evil 3 / day)
- Lay On Hands (heal 5 h.p. betw. long rests)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: chain mail armor (AC 16), shield (AC +2), longsword, five (5) javelins, set of fine clothes, a signet ring, a scroll of pedigree, a purse. (This load is about 141 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 20 gold pieces (gp); 68 silver pieces (sp); 80 copper pieces (cp); 4 gems (worth 10 gp each)